The Forgotten "-ilities"

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Topics

- What is an "-Ility"?
- How might we organize "-Ilities"?
- How Should Systems Engineers View "-Ilities"?
- Summary



Most Common Lists of -ilities

RAM-T (Eng)
Reliability
Availability
Maintainability
Testability

RASR (DBs)
Reliability
Availability
Scalability
Recoverability

RAMS (Safety)
Reliability
Availability
Maintainability
Safety

RASUI (SW)

Reliability
Availability
Serviceability
Usability
Instability

FURPS (SW)
Functionality
Usability
Reliability
Performance
Supportability



Are there more –ilities?

Accessibility

Accountability

Adaptability

Administrability

Affordability

Agility

Availability

Capability

Composability

Configurability

Compatibility

Demonstrability

Deployability

Durability

Executability

Extensibility

Evolvability

Fidelity

Flexibility

Functionality

Integratability

Interoperability

Interpretability

Maintainability

Manageability

Mobility

Modifiability

Operability

Performability

Portability

Practibility

Practicality

Predictability

Producibility

Recoverability

Reliability

Repeatability

Responsibility

Reusability

Scalability

Serviceability

Stability

Supportability

Suitability

Survivability

Tailorability

Testability

Traceability

Trainability

Transportability

Trustability

Understandability

Upgradability

Usability

Verifiability

Vulnerability



What is the Definition of "-ility"

The developmental, operational, and support requirements a program must address (e.g., availability, maintainability, vulnerability, reliability, supportability, etc.).

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What is an "-ility": Other Terms

"Feature"

"Constraints"

"Characteristic"

"Attribute"

"Quality Goals"

"Other properties"

Most Common: Non-functional requirement



Functional vs Nonfunctional Requirements (SW)

Functional	Nonfunctional
Product features	Product properties
Describe the work that is done	Describe the character of the work
Describe the actions with which the work is concerned	Describe the experience of the user while doing the work
Characterized by verbs	Characterized by adjectives

Search Software Quality http://searchsoftwarequality.techtarget.com/answer/Functional-and-nonfunctional-requirements

Functional	Nonfunctional
Specific Functions and behaviors	Criteria that can be used to judge the operation of a system
System Design	System Architecture
What a system is supposed to DO	What a system is supposed to BE
	Characteristic of a system that applies across a set of functional or system requirements.

Software Architecture Notes:making the ilities come true http://www.softwarearchitecturenotes.com/architectureRequirements.html

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How Can We Organize "-ilities"?



How can we organize this disparate List?

- Lifecycle phase
- Dependency and Priority
- Cost and value
- Criticality

Questions:

- Do –ilities describe the product
- Are they more associated with SE functions leading to design?
- Do they drive product design
- Are they key to ensuring the product parts can be integrated?
- How do they relate to SE processes?

Group these by

- Relationship
- Timeline on Lifecycle
- Dependencies
- Aggregation
- Priority
- Value



Similar Pairs

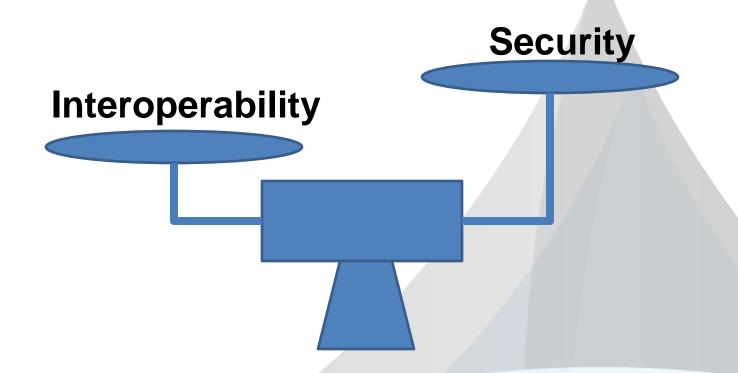
Interoperability - Compatibility

Flexibility - Adaptability

Availability - Reliability



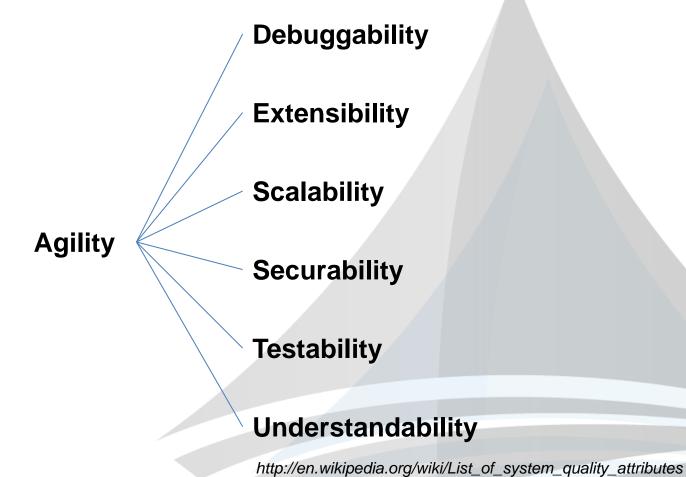
Dynamic Relationship



Seeking to establish and maintain balance between two attributes in a dynamic environment

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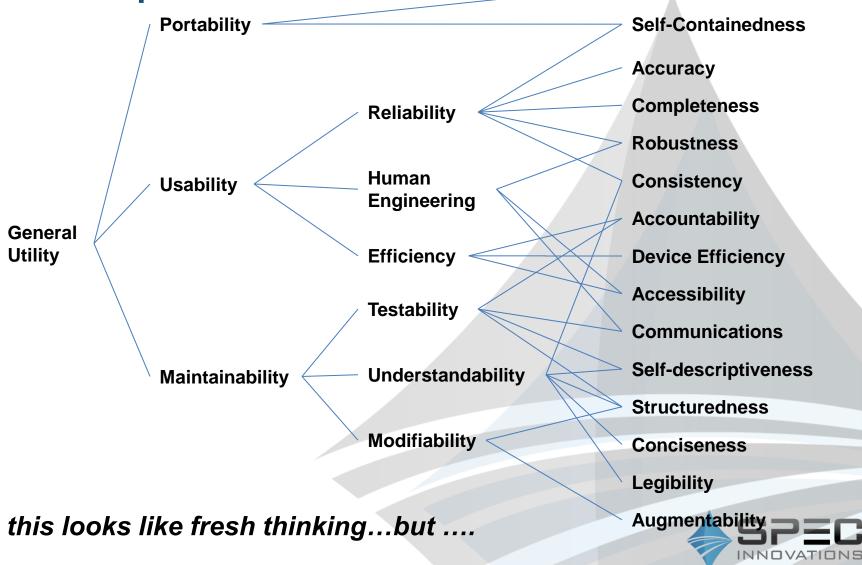
Hierarchical Relationships: Example 1





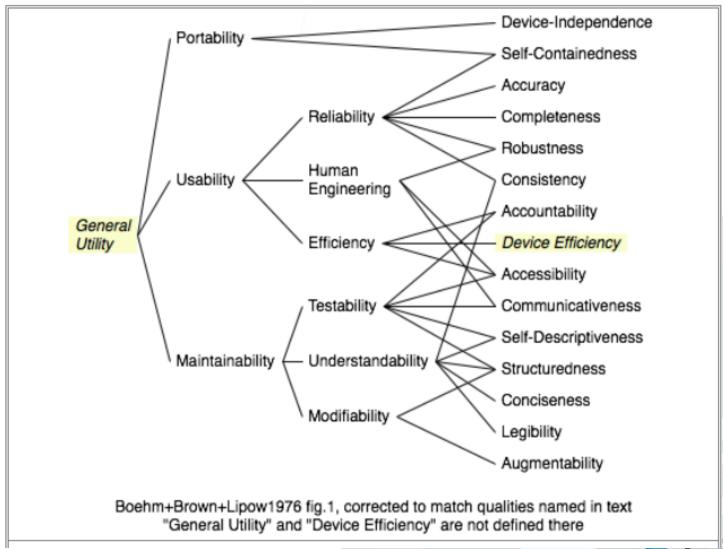
Hierarchical Relationships:

Example 2



Device-Independence

... it was initially put forward 35 years ago



How Should Systems Engineers View "-ilities"?



What is a System?

...combination of interacting elements organized to achieve one or more stated purposes.

| NCOSE Systems Engineering Handle

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...an integrated set of elements, subsystems, or assemblies that accomplish a defined objective. These elements include products (hardware, software, firmware), processes, people, information, techniques, facilities, services, and other support elements.



What is a System?

People



Processes



LML Taxonomy Provides System Descriptions

- Technical
 - Action (Processes)
 - Artifact
 - Asset (People & Things)
 - Characteristic ("ilities")
 - Input/Output
 - Link
 - Statement

- Programmatic/Technical
 - Cost
 - Issue
 - Location
 - Physical, Orbital, Virtual
 - Risk
 - Time
 - Duration, Timeframe, Point-in-Time



What is a System?

People (Asset) Things (Asset) Processes (Actions)

Operability
Suitability
Survivability
Trainability
Understandability

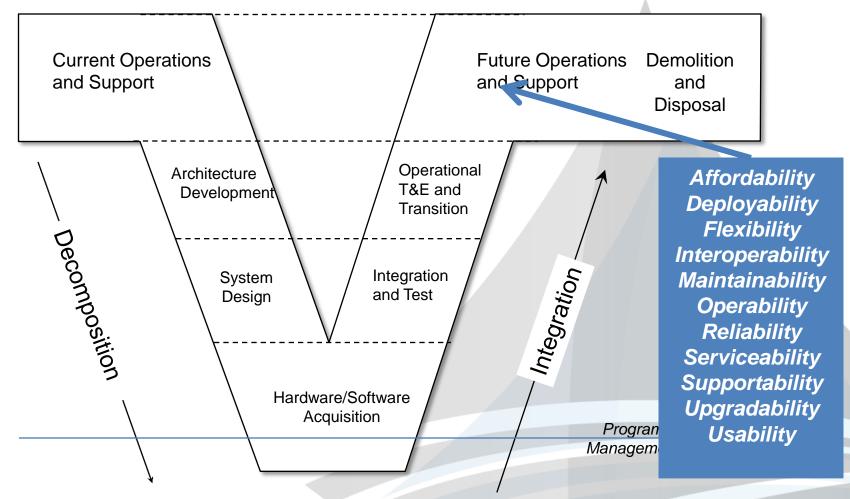
Affordability Adaptability Agility

- •
- •

Usability Verifiability Vulnerability Integratability Performability Repeatability



Systems Engineering Lifecycle

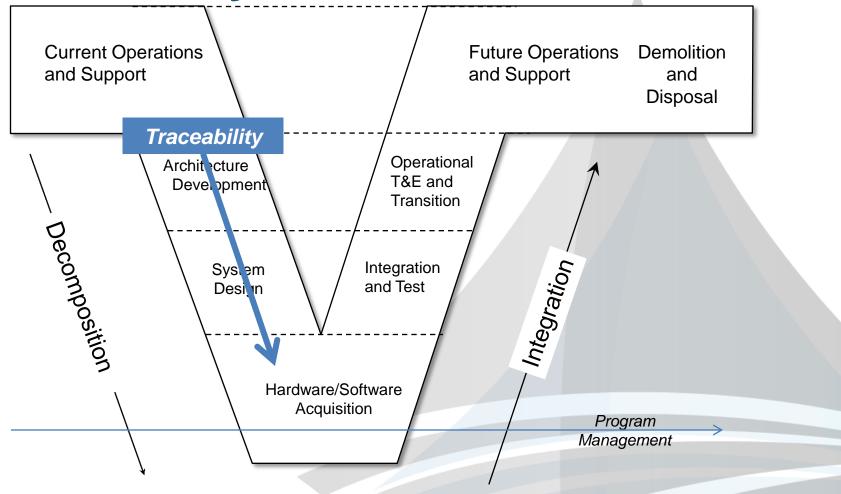


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Systems Engineering Lifecycle: Traceability

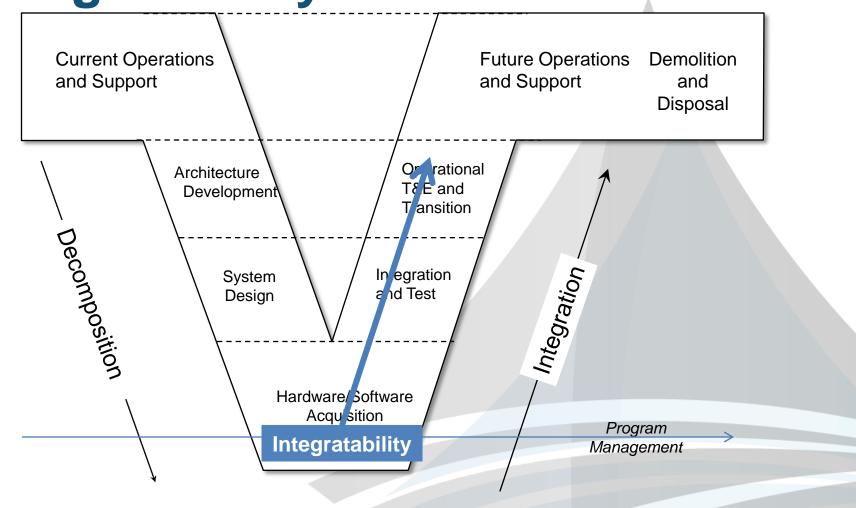


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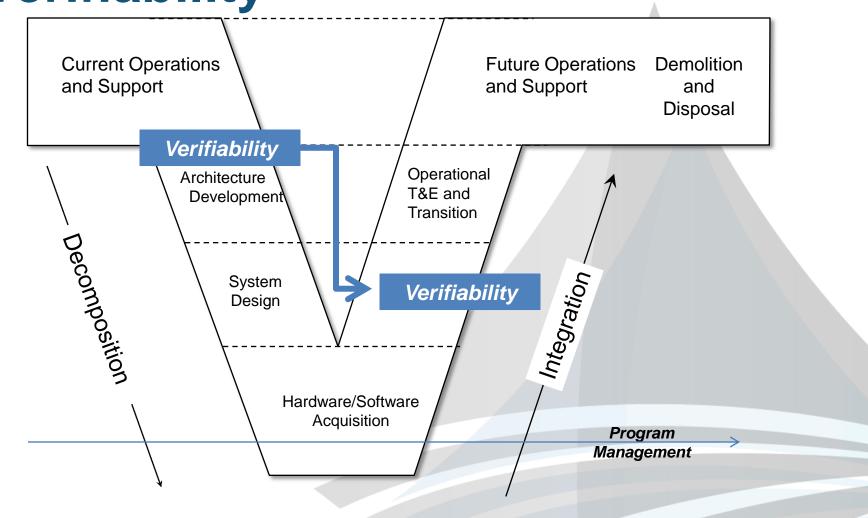


Systems Engineering Lifecycle: Integratability





Systems Engineering Lifecycle: Verifiability





Measurement of -ilities

- Standard measurements not always agreed to
- Some accepted measurements
 - Availability $P_A = 1 \frac{MTTR}{MTBF}$
 - Maintainability MTTR mean to repair (or restore)
 - Reliability MTBF mean time between failure
 - SW Maintainability Lines-of-code measures,
 McCabe Measures, Halstead Complexity Measures
 - Security Malware statistics, Firewall statistics, Vulnerability



-ility Related Research

- 2006-2007 John W. Dahlgren MITRE
 - "System Complexity, the "ilities" and Robustness" Project
- Current SEAri Systems Engineering Advancement Research Initiative - MIT
 - Research Summit 2011 MIT 21 Oct 2011
 - "Ingenuity, Innovation, and the ilities: Creating Capabilities for the Long Run"



Increasing Emphasis and Demand

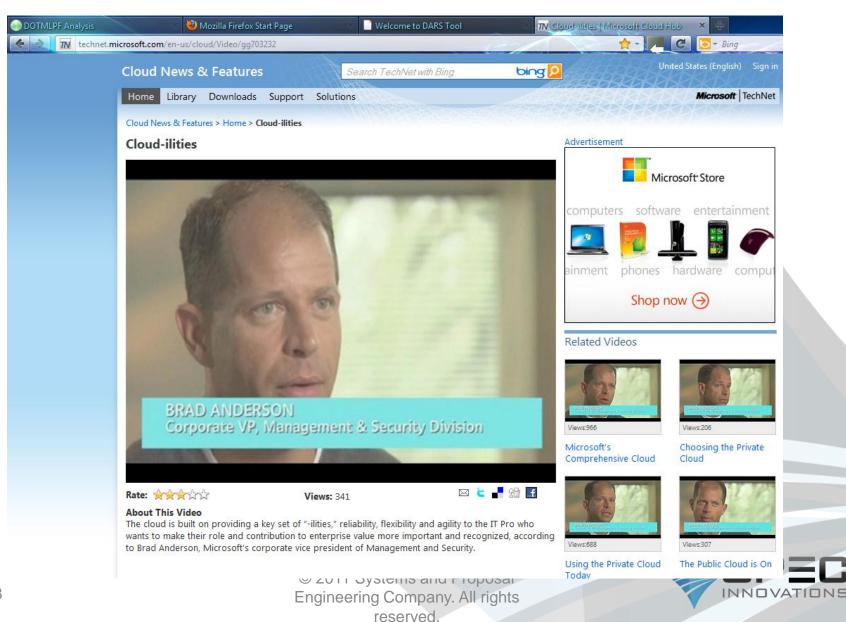
In DoD

- Interoperability
 - CJCSI 6212.01E Interoperability And Supportability Of Information Technology And National Security Systems
- Producibility
 - DoDI 5000.02 Operation of the Defense Acquisition System
- DOTMLPF (Doctrine, Organization, Training, Materiel, Leadership and education, Personnel, and Facilities)
 - Embedded throughout Joint and Service Standards

Commercial World...



Even Commercial Interest is Increasing



Summary

- Little recent SE discussion and writing on '-ilities"
- "-ilities" are key system attributes
- Many useful and/or necessary "-ilities" are
 - Not understood well
 - Often forgotten...or ignored
- Systems Engineers should work to integrate more –ilities into systems development
- Recommendation: Increase discussion and interchange among SEs on the topic of "-ilities" and how to best incorporate them into SE

